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 **XBOX**


RICKY PONTING
INTERNATIONAL
CRICKET 2005

OFFICIALLY LICENSED EVENTS

**ICC Cricket
World Cup**

 **ICC CHAMPIONS
TROPHY**

Codemasters 

GENIUS AT PLAY™

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

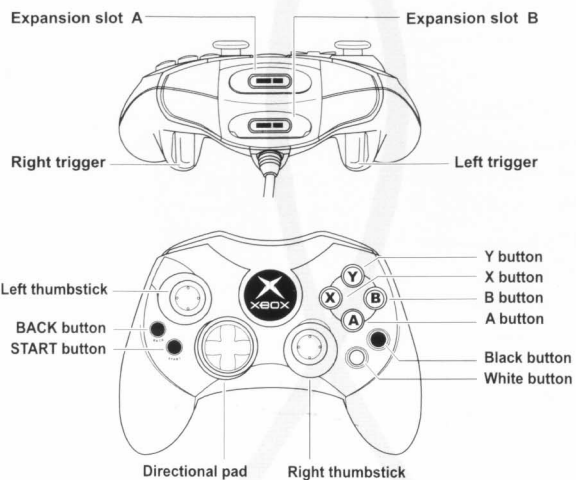
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XBOX CONTROLLER S

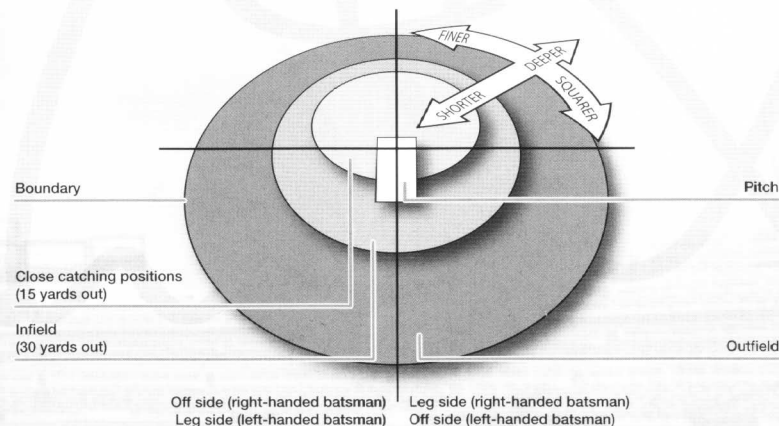
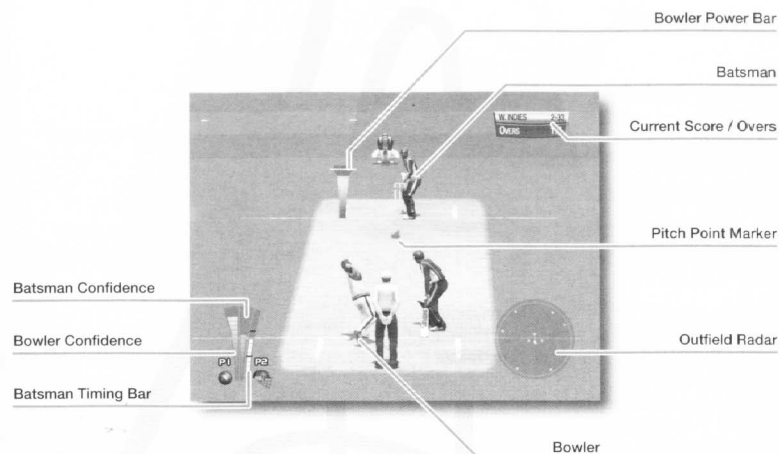


MENU NAVIGATION

- Highlight menu item: left thumbstick or directional pad **↑↓**
- Change menu item setting/option: left thumbstick or directional pad **↑↓←→**
- Select menu item/advance: **A**
- Exit menu/cancel: **B**



ON THE PITCH



BATTING

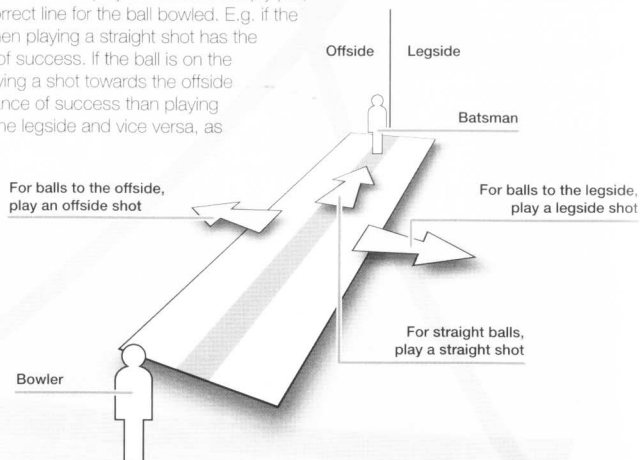
Basic Batting Technique

Batting in Ricky Ponting International Cricket revolves around two basic techniques: shot selection and shot timing.

Shot Selection

The actual shot played depends on a combination of two factors: the basic type of shot selected (attacking (A), lofted (B), defensive (X)), plus the direction pressed on the directional pad or left thumbstick.

As a basic rule, the direction in which the ball is moving defines the best direction to play the shot in. Simply put, try to play the correct line for the ball bowled. E.g. if the ball is straight, then playing a straight shot has the highest chance of success. If the ball is on the offside, then playing a shot towards the offside has a higher chance of success than playing a shot towards the legside and vice versa, as illustrated below:



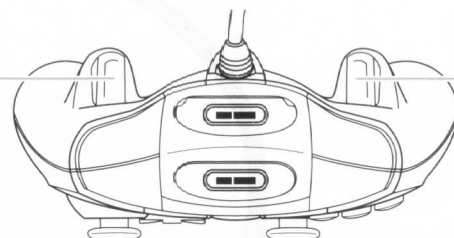
Timing

At the bottom left of the screen is the Batting Timing Bar. This shows whether your last shot was too early (indicated towards the bottom of the bar), too late (towards the top), or bang on (the centre of the bar within the Timing Zone).

Batting Timing Bar

The relative size of the Timing Zone depends on the batsman at the crease and the shot played. Note that although the Timing Bar gives a good indication of how accurate your button press was, it does not reflect whether you chose a good shot for the ball being bowled.

Move batsman
← in crease



Move batsman
→ in crease

Shot direction



Defensive/deflected shot

Lofted attacking shot

Normal attacking shot

How To Bat

1. You can move around in the batting crease using **L** and **R** at any point during the bowler's run-up.
2. When the bowler bowls the ball, set the direction of your shot by holding the left thumbstick or directional pad, then press any of the shot buttons (**A**, **B**, **X**) to hit the ball.

Running Between the Wickets

1. If you're happy with your strike, press **Y** to run. Press **Y** again to turn and make another run. Press this immediately after the batsmen have crossed to turn quickly, or wait until the batsman reaches his crease if you want to check how safe another run would be. If you want to cancel a run, press **A** (this will only work if the batsmen haven't yet crossed).

Remember, success or failure as a batsman depends on the timing of your shot, your shot selection (i.e. choosing the right shot for the delivery) and your confidence – see the "Confidence" section for more information on this.

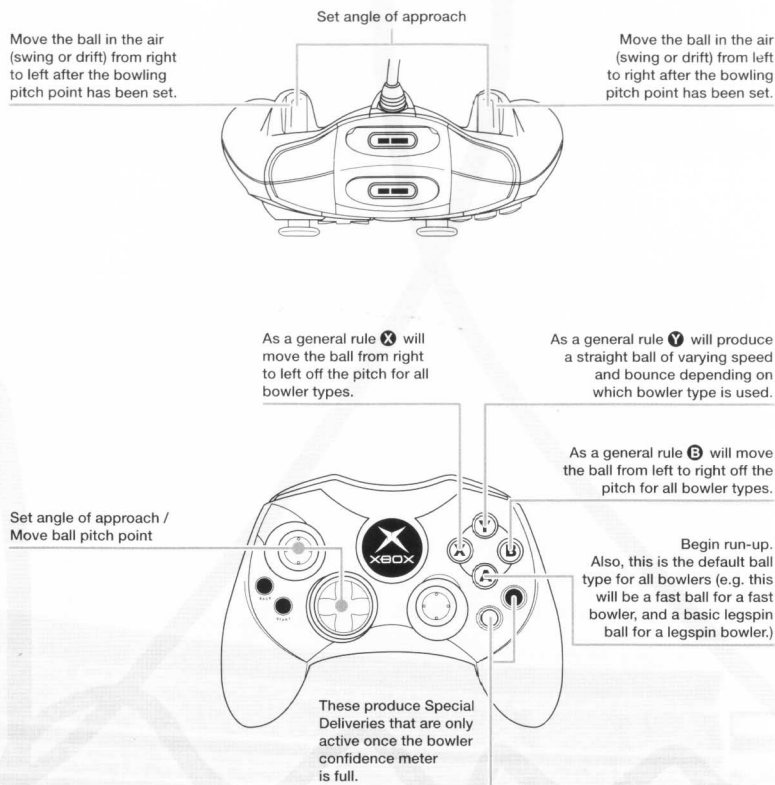
Dismissal

When your current batsman is dismissed in Test Match or ODI cricket, you will be taken to the Scorecards (see also Pause Menu) to choose your next batsman. You can either choose the next batsman in the line-up (highlighted by default) or alter your batting order by selecting a batsman from further down the list.

BOWLING

Basic Bowling

Each bowler type in Ricky Ponting International Cricket™ 2005 has a different range of balls that can be bowled (see also Delivery Types over page). The diagram below explains the principles of overall bowler control.

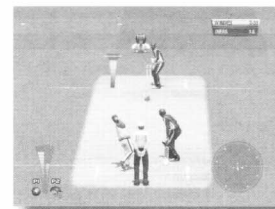


How To Bowl

1. First, set the angle at which you will approach the bowling crease using **L** and **R**, the left thumbstick or the directional pad \leftrightarrow .
2. Press **A** to begin your run-up and activate the pitch point marker (see On the Pitch).
3. During your run-up, you can adjust where the ball will pitch using the directional pad or left thumbstick to move the pitch point marker around on the ground.
4. As you close on the crease, the **bowler power bar** appears on screen to represent the amount of force you will put behind the ball. Press one of the bowl buttons when the **power bar** is at the level you want. Make sure you press a bowl button before the meter goes above the **no ball line**, or the batsman will get a free hit. Stopping the power bar bang on the **no ball line** will inject a little extra pace into the delivery. Varying the speed of the ball is a good way of unsettling the batsman at the crease.
5. Finally, press **L** or **R** to add swing/drift to the ball in the relevant direction. These buttons are active as soon as you have pressed a bowl button.

No ball line

Power bar



Footmarks

As the match progresses, footmarks will wear into the pitch where the bowlers are putting their feet. These are especially important to spin bowlers who can gain extra purchase and turn on the ball by bowling into these marks.

Over Complete

At the end of an over in Test Match or ODI cricket, you'll be taken to the Scorecards (see also Pause Menu) so that you can choose the next bowler. Any bowler who has not yet bowled his allocation of overs will be available to select, though your current bowler (if he has not bowled his allocation) is highlighted by default.

Delivery Types

Delivery	Description	Control
Right arm fast/medium pace bowler		
Fast / normal delivery	A straight delivery where the ball will not deviate off the pitch.	A
Slower ball	The slower ball is a ball bowled at significantly lower pace than the standard delivery. This is used to trick the batsman into mis-timing his shot.	Y
Legcutter	A ball that deviates from the legside to the offside after striking the pitch.	X
Offcutter	A ball that deviates from the offside to the legside after striking the pitch.	B
Left arm fast/medium pace bowler – as for right arm except for:		
Legcutter	A ball that deviates from the legside to the offside after striking the pitch.	B
Offcutter	A ball that deviates from the offside to the legside after striking the pitch.	X
Right arm legspin bowler		
Faster legspinner	A flatter/faster delivery that spins towards the offside from the legside.	A
Topspinner	A ball that accelerates off the pitch with extra bounce.	Y
Slower legspinner	As for the faster legspinner but with less pace and extra spin.	X
Googly	A delivery out of the back of the bowler's hand that spins the opposite way to a legspinner.	B
Left arm legspin bowler– as for right arm except for:		
Googly	A delivery out of the back of the bowler's hand that spins the opposite way to a legspinner.	X
Slower legspinner	As for the faster legspinner but with less pace and extra spin.	B

Delivery	Description	Control
Right arm offspin bowler		
Faster offspinner	A flatter/faster delivery that spins towards the legside from the offside.	A
Topspinner	A ball that accelerates off the pitch with extra bounce.	Y
Arm-ball	A ball without any spin and a small amount of drift.	X
Slower offspinner	As for the faster offspinner but with less pace and extra spin.	B
Left arm offspin bowler – as for right arm with except for:		
Slower offspinner	As for the faster offspinner but with less pace and extra spin.	X
Arm ball	A ball without any spin and a small amount of drift.	B
Right arm googly bowler		
Faster googly	A delivery out of the back of the bowler's hand that spins the opposite way to a legspinner.	A
Topspinner	A ball that accelerates off the pitch with extra bounce.	Y
Legspinner	A delivery that is spinning towards the offside from the legside.	X
Slower googly	A delivery out of the back of the bowler's hand that spins the opposite way to a legspinner, bowled with less pace and more spin than normal.	B
Left arm googly bowler (chinaman) – as for right arm except for:		
Slower googly	A delivery out of the back of the bowler's hand that spins the opposite way to a legspinner, bowled with less pace and more spin than normal.	X
Legspinner	A delivery that is spinning from the offside towards the legside.	B

Special Deliveries

When a bowler has filled his Confidence Meter (see Confidence), he will be able to bowl a Special Delivery. The Special Deliveries are the ultimate balls in the bowler's arsenal and can often catch a batsman unawares.

Bowler		
Fast / medium pace bowler	The Bouncer: a short-pitched ball that is bowled towards the batsman's torso and head.	The Yorker: a ball that strikes the pitch very close to the batsman's toes.
Legspin bowler	Special Googly: a normal legspin delivery that changes to a googly at the last second to surprise the batsman.	The Flipper: a delivery similar to a normal legspin, but with a faster and flatter profile.
Offspin bowler	The Doosra: a ball that turns the opposite way to an orthodox offspin delivery at the last second to surprise the batsman.	The Quicker One: a flatter and faster non-spinning ball.
Googly bowler	Special Legspinner: a normal googly delivery that changes to a legspinner at the last second to surprise the batsman.	The Flipper: a delivery similar to a normal legspin, but with a faster and flatter profile.

FIELDING

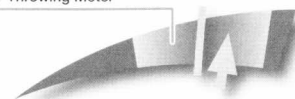


Throw ball / Catch ball

Catching the Ball

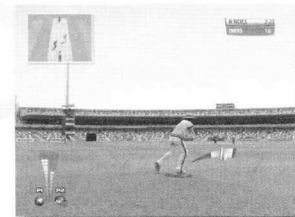
When an airborne ball approaches a fielder, the Catch Meter will appear on screen. When the Catch Meter indicator is in the Catch Zone, press **A** to successfully catch the ball. If you press too early or too late, your fielder will miss the catch.

Catching / Throwing Meter



Throwing

When the ball is on the ground, the nearest fielder will run on to it and collect it. Once the ball is in his hand, the Throw Meter appears on screen. Press **A** when the Throw Meter indicator is in the middle for a more accurate and powerful throw.



Setting Your Field

At any time before the bowler begins his run-up, you can change the position of your fielders in the outfield. Press **X** to access the Fielder Positions screen.

There are two basic groupings of fielder formation, attacking and defensive. Use the left thumbstick or directional pad to select the type of formation that you want. (You can also customise your fielder positions – see Custom Fielding Settings over page.)

Attacking field placements are more likely to result in a wicket being taken. However, as fewer men are placed around the boundary, the possibility of the batsman scoring more freely is increased. Defensive settings are used to contain the batsman and reduce the rate at which he scores runs.

Both attacking and defensive fielding positions have several different variants – the locations of your men are shown by the coloured dots on screen. Choose the one that suits your game plan and select "Exit". An overview of the fielding positions is shown on the following page.



Custom Fielding Settings

To create your own unique field settings, first of all select "Custom" Type on the Fielder Positions screen. When "Custom" is selected, select "Edit" from the menu below. A cursor becomes active on the on-screen Field Diagram. Use the left thumbstick or directional pad to move the cursor and choose the fielder whose position you want to customise. Press **A** to select him. Next, use the left thumbstick or directional pad to move the fielder's position and press **A** again to lock his position in place. When you're happy with all your field settings, press **X** to confirm the positions.

Note that there are natural fielding restrictions in place to maintain the authenticity of the different forms of cricket in Ricky Ponting International Cricket™ 2005. You can remove these restrictions in the Match Settings screen (see Exhibition Match > Match Settings).

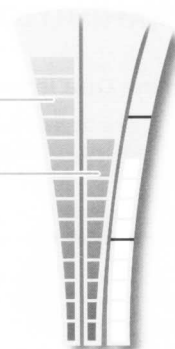


When it all boils down to it, cricket is often no more than the battle of wills between the batsman and the bowler. Many times, the one thing over and above the skill of the players that influences the outcome of a match is the attitude and confidence of these two men.

These players' states of mind are shown by the two Confidence Meters on screen. The higher the level of confidence the batsman and bowler have, the greater their individual chances of success and the more likely they will be to pull off the more technically demanding and spectacular cricket moves.

Bowler Confidence

Batsman Confidence



Batting Confidence

Batting confidence is increased by:

- Playing successful defensive shots and evades.
- Scoring runs.
- Reaching batting milestones.

As the meter fills, batsman foot movement and shot timing increase.

Batting confidence is reduced by:

- Missing the ball.
- Getting hit with the ball.
- Approaching batting milestones.

As the meter empties, batsman foot movement and shot timing decrease.

Bowling Confidence

Bowling confidence is increased by:

- Bowling dot balls (where no run is scored).
- Hitting the batsman with the ball.
- Taking wickets.

Fill the meter to activate the bowlers' Special Deliveries.

Bowling confidence is reduced by:

- Runs being scored.

As you play, try to introduce an element of strategy and imagination into your technique, and always look for ways you can batter your rival's confidence.

EXHIBITION MATCH

One Day International

One Day Internationals (ODIs) are games of limited overs (6–50). This form of cricket was introduced to spruce up the game and to widen its appeal. With multicoloured kits and rules designed for quick run scoring, One Day cricket is a much faster way of playing than the traditional Test Match.

Test Match

As the name suggests, Test cricket is the real test of technique, skill and mental strength. Played over 2 innings and up to five days, in sporting terms a test match can be seen as being the equivalent of a war, with each individual session being a battle in its own right.

Double Wicket

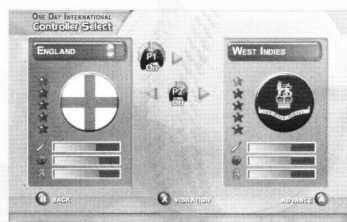
Double Wicket cricket is the quickest game mode available. Loosely based on Double Wicket matches played at Club level, this mode involves selecting just two players per team (specialist batsmen, bowlers or all-rounders), who engage in quick matches between 2 and 10 overs in length. Scoring quick runs is the aim, whilst losing wickets can result in penalty runs being deducted from the total score rather than a batsman being sent back to the Pavilion.

Controller Selection

Exhibition Matches can be played with up to 4 players (up to 2 players per side). On entering a game, you will see the Controller Select screen so each player can choose the side that they are going to play for.

Each player is represented by a controller icon in the centre of the screen – the number of controller icons visible depends on the number of controllers you have connected. Simply select the side you want to play for by moving the icon for your controller to the left or the right of the screen using the left thumbstick or the directional pad. You can turn controller vibration on or off here by pressing **X**.

In ODI and Test Match Exhibition Matches, this screen is also used to choose your team. Once you have selected the side you want to play for (i.e. moved your controller icon) press the directional pad or left thumbstick **↑↓** to change the team. Note how each of the teams is given a star rating so that you can judge how well the two sides would normally compare. You can also see where their strengths lie in batting, bowling and fielding. When you have finished and are ready to move on, press **A**.



Match Settings

You will see this screen on the way into many matches. Use these options to specify exactly what sort of match you want. The options available will vary depending on the type of match you choose to play.

- 1. Difficulty:** select the difficulty from the range between Slog (easiest for batting) and Test (most demanding – simulation style). Note that tournament trophies are only unlocked by completing a tournament at State or Test difficulty levels.
- 2. Match Length:** for ODI Exhibition Matches, your match can be anything from 6–50 overs. Test Matches are of course limited to 2 innings. Double Wicket can be played in 2–10 overs.
- 3. Stadium:** choose the location of your match. Press **X** to open the Stadium drop-down menu and select your choice.
- 4. Time of Day:** select the time of day your match will take place. This, together with the weather will affect the lighting conditions through your match.
- 5. Weather:** whilst the weather (along with the time of day) will affect the lighting conditions through your match, the weather conditions will alter the way that the ball behaves in the air. Windy and humid conditions are likely to affect the way the ball swings or drifts.
- 6. Pitch Type:** the state of the pitch can significantly influence the way the ball behaves off the seam.

Pitch Type	Speed	Bounce	Seam	Spin
Green	Fast	High	High	Low
Hard	Fast	High	Low	Low
Normal	Normal	Normal	Medium	Medium
Dry	Slow	Low	Low	High
Crumbling	Slow	Variable	Medium	Very high
Damp	Slow	Low	High	Medium
Sticky	Normal	Variable	High	Very High
Artificial	Normal	Normal	Low	Low

- 7. Fielding Restrictions:** turn Fielding Restrictions on or off. Set Fielding Restrictions to off to enable you to place your fielders anywhere in the outfield, regardless of match type and the laws of the game.
- 8. Ball Type:** though the ball type will default to the correct type for the competition, generally other ball types will also be available. Select from a range of fully licensed balls, each with its own unique properties.
- 9. Ball Condition:** choose whether the ball is brand new at the beginning of the match, or has seen between 10–80 overs of wear. This will affect the way the ball behaves both off the pitch and through the air.

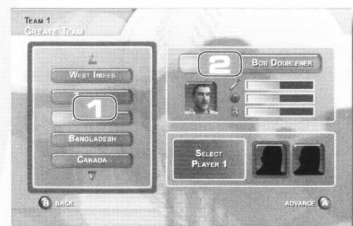
Select Squad

After setting up the match options as above, setting your controllers (see Controller Selection) and choosing your teams, you need to select the actual squad that will go out onto the field.

First then, press the left thumbstick or the directional pad $\leftarrow \rightarrow$ to choose whether you take your Best XI, or your Career XI (if you have created a Career Player) out onto the field (1), then press **A** to shift the highlight to the squad list (2). For custom-built squads there are extra presets available. In the squad list, you can highlight a player and press **X** to set him as either the captain or the wicketkeeper.

You can also change the players that comprise your team. This is done by swapping player's positions within the squad into the first 11 places. To do this, highlight a player and press **Y**; next move the highlight to another player and press **Y** again. The two highlighted players will change places.

When you have finished, press **A** to move on and set up the squad for the other team in exactly the same way, then press **A** again to begin the match.



Select Squad - Double Wicket

Double Wicket Squad Selection is rather different from normal Squad Selection as the focus of Double Wicket Cricket is on two key players. First, choose the team that you want to select your first player from (1) and press **A** – in Exhibition Matches these can be drawn from any of the available teams. Next, press the directional pad or left thumbstick $\uparrow \downarrow$ to find the player himself (2) and press **A** again. Now do the same again to pick your second player.

Repeat this process to select the second team, and press **A** when you have finished. Then finally, select a controller for either of the teams and press **A** to advance in to the match for the Coin Toss.

THE COIN TOSS

At the beginning of most matches throughout Ricky Ponting International Cricket™ 2005, you will toss a coin to see who gets to decide whether to bat or bowl first. If it's your turn to call the toss, choose heads or tails, then if you win choose to bat or bowl before heading into the match.

TOURNAMENT

ICC Cricket World Cup

The ICC Cricket World Cup is the ultimate Limited Overs competition in World Cricket. Up to 14 human players can enter the competition if a 'Full Tournament' is selected. There are different Tournament settings that can be selected that allow you to play a full tournament, second round (Super Sixes stage), Semi-Final, or Final. Win the Tournament to be crowned World Champions.

ICC Champions Trophy

The ICC Champions Trophy could be described as a mini-World Cup of sorts. Featuring fewer preliminary matches and less teams, this Tournament also allows the flexibility offered in the World Cup where you can select to play the Full Tournament, Semi-Final, or Final (for a one off match).

World XI Series

The World XI Series is all about challenging the worlds greatest custom teams. Select a team to play as from a selection of the best teams in the World. Then work through the opposition, starting with the Africa XI, and ending with the World XI. Each team you beat will be unlocked into the Exhibition modes. As with most Tournaments in the game, winning the tournament will unlock the Trophy into your Trophy Cabinet.

World Tour

The World Tour is divided into two main sections; a Single Series, and the full World Tour. If 'Single Series' is selected, then you can play a test series (Test Matches and One Day Internationals) against any of the Test Playing Nations in the World. First select the difficulty level and the number of Test Matches and One Day Internationals. Then select the Host Nation (this is where the Series will be played). Then select the Touring Team. In a Single Series, up to 4 players can play in the matches.

The Full World Tour is a real test of skill and technique. Beat all the main Test Nations in the World to unlock the World Tour Trophy.

Note: The playing conditions for each nation and venue will vary based on the true playing conditions normally associated with those nations.

Custom League

Customise a league vs human or computer opponents.

Double Wicket

The Double Wicket Tournament is an ideal quick multiplayer experience. Up to 20 human players can be involved in the Cup competition, and when the matches are set to only a few overs in length, this is a pretty fast paced affair. As with the main Double Wicket Mode (In Exhibition), the number of overs and penalty runs can be set manually. Choose a team name, your two team players, and smash your way to the highest possible total in the shortest possible time.

Tournament: Settings

ICC Cricket World Cup & ICC Champions Trophy

On the Settings screen, choose the basic parameters for your Tournament:

- Difficulty:** set the difficulty level of the Tournament.
- Tournament Type:** choose the format of your Tournament from:
- Full:** play from the Group stage right through to the Cup Final itself.
 - Super Sixes:** (ICC Cricket World Cup only) join play at the Super Sixes stage and work your way into the Semi's and the Final.
 - Semi-Final:** play from the Semi-Final rounds through to the Final.
 - Final:** play only the Cup Final match.
- Match Length:** select the length of your match from 10–50 overs.
- Randomise Teams:** draw teams to play in a random order or play in the format of the real 2003 ICC Cricket World Cup or 2004 ICC Champions Trophy.

World XI Series

Apart from selecting which team you wish to play as and the difficulty level, all settings are on the Match Settings screen.

World Tour

- Difficulty:** set the difficulty level of the Tournament.
- Series Length:** choose to play a Single Series or the full World Tour.
- Test Matches:** set the number of Test Matches that will feature in your Tournament.
- ODIs:** set the number of ODIs that will feature in your Tournament.

Custom League

- League Type:** select whether your Custom League will be based on Test Matches or One Day Internationals.
- Difficulty:** set the difficulty level of the Tournament.
- Number of Teams:** select the no. of teams that will appear in your Custom Tournament.

Double Wicket

- Tournament:** choose the format of your Tournament from:
- Cup:** a knockout tournament for 2–8 teams (with 2 players per team, up to 16 human players can play in this tournament).
 - League:** a Custom League for 2–8 teams (with 2 players per team, up to 16 human players can play in this tournament).
- Difficulty:** set the difficulty level of the Tournament.
- Number of Teams:** select the number of teams that will appear in your Tournament.
- Match Length:** define how long each match will last, from 2 – 10 overs.
- Penalty Runs:** choose how many penalty runs will be allowed in your Tournament. The penalty runs you select will apply every time a wicket is taken.

Tournament: Select Teams

The Select Teams screen is where you choose which teams you (or another player) will control, or will participate in the coming Tournament.

ICC Cricket World Cup & ICC Champions Trophy

Highlight the team/s that you want to be human-controlled (controlled by you or another player) and press **X**. Repeat to define further teams as human-controlled. When you have finished press **A** to go the ICC Cricket World Cup or ICC Champions Trophy Main Menu.

World XI Series

Select from India, Australia, South Africa or England and press **A** to move on to the World XI Main Menu.

World Tour

First, select the team that you are going to take on tour and press **A**. Next, select the country that your World Tour will start in and press **A** to proceed to the World Tour Main Menu.

Custom League

Define which teams in your Custom League will be human-controlled. The number of teams that you need to choose depend on how many you set under "Number of Teams" in the Custom League Settings. Highlight a team name and press **X** to specify whether that team will be human-controlled (or AI-controlled). When you have picked the required number of teams, press **A** to move on to the Custom League Main Menu.

Double Wicket

A default set of teams are selected for you, depending on the number of teams you chose in the Double Wicket Settings. You can change the players or the name of any of the teams by highlighting the team and selecting "Edit Team" or "Name Team". Team editing is performed in exactly the same way as for Exhibition Matches – see Exhibition Matches > Select Squad for more information.

In addition, you can press **X** to specify whether the highlighted team is to be human- or AI-controlled throughout the competition.

When you're ready, select "Done" to go to the Double Wicket Main Menu.

Tournament: Main Menu

Next Game:	select this to begin the next game that involves a human-controlled team.
Match Summary:	the Match Summary gives you the run-down on every match played in the Tournament so far.
Cup Ladder:	(Double Wicket only) take a look at the ladder rankings for the Tournament.
Fixtures:	check out the fixtures for the whole Tournament here. You'll also get a brief summary for any matches played so far.
Group Tables:	you can view the groups drawn for the Tournament here.
Career Player:	select "Career Player" to access the Career Player options and enhance his skills with stat points he's earned from playing. See the Career Player section for more information.
Save:	save your game to hard disk in between matches.
Quit:	leave the current Tournament and return to the Tournament Main Menu.

Tournament: Match Settings

Tournament Match Settings are exactly the same as the Match Settings for Exhibition Matches – check out Exhibition > Match Settings for details. Note however, that many Match Settings may be locked as to change them would alter the fundamental nature of the Tournament.

CHALLENGE

Classic Matches

When you want to relive some of the highs and lows of cricket history, come and play a Classic Match. Will you rewrite the past, or has fate decreed that some things are just meant to be? Find out here, beginning with the first ever Ashes from 1882.

On the Select Match screen, press the left thumbstick or the directional pad **↔** to flip through the available and locked matches, and press **↑↓** to scroll the on-screen challenge summary. When you're ready to move on, press **A** to move onto Team Selection and Match Settings (these are the same as for Exhibition Matches).

Successfully complete one challenge to unlock the next. You can play most of the Classic Matches with either team, and success will unlock photographs in the Pavilion.

World XI Challenge

In the World XI Challenge, you get to take each country's international team up against the World XI in turn.

Starting with the highest ranked international team in the world, complete the challenge to unlock the next team. If you want to repeat the World XI Challenge from the beginning, you will need to reset it (and lose any progress you have made). To do this, press **Y** and confirm your choice.

Next, define your match settings then assign your controllers (**note:** you can only assign control to the challenging country – the World XI is controlled by the AI).

Finally, set up the squad that you want to take into the match (see Exhibition Match > Select Squad for more details) and press **A** to play the match.

Classic XI Challenge

When you've beaten all of the World XI Challenges, the Classic XI Challenge is unlocked. It's time to see how today's cricket heroes measure up against the legends of the past when you play as the World XI against the Classic XI.

The Challenge Status screen shows how much of each part of the Challenge (One Day International or Test Match) you have completed. You can reset the Challenge here by pressing **Y**, but you will lose all your Challenge progress. Press **A** to move on to the Challenge Main Menu.

On the Challenge Main Menu, choose "Next Game" to go on to Controller Selection, Match Settings and Squad Select. Set up your squad (see Exhibition Match > Select Squad) and press **A** to begin the Challenge.

Completing the Classic XI Challenge will unlock the Classic XI for play in Exhibition Matches.

CAREER PLAYER

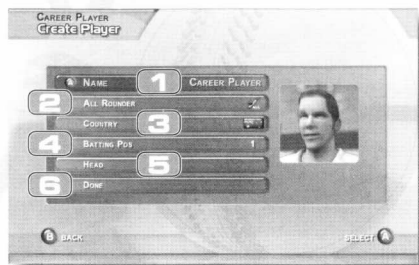
Choose "Career Player" from the Main Menu to create or edit your own career player. Your Career Player is included in the Career XI of the country you assign him to (see Creating a Player below). The country is selected in the Squad Select screen of most game modes.

You will need to select Career XI on the Squad Select screen to play with your Career Player and develop his skills.

CREATING A PLAYER

When you first start the game, you'll have three available slots on the Select Career Player screen. Select an empty slot to create a new player. Next, on the Create Player screen, use the options described below to create your player:

1. Select the player name slot and press **A** to go to the Enter Name screens. Spell out your player's first name by selecting each letter in turn, then select "Done" to go to enter the player's second name.



2. Select your player's speciality from All Rounder, Batsman or Bowler. This will affect the base Stat Point allocation for each of the three main skills (batting, bowling, and fielding), and also set the maximum amount of points that the Career Player can attain in each of the three main skills.

3. Choose the country that your Career Player will represent. This will place your Career Player into that country's Career XI team for all applicable modes. Choose "Career XI" on the Squad Select screen to access the squad containing your Career Player.

4. Set your player's position in the batting order. This will automatically replace the player who normally bats in that position if the Career XI preset is selected.

5. Select this to pick your player's head from those included in the game. On the Select Head screen, use the selection bars to locate a face for your player, then press **A** to return to the Create Player screen.

6. When you've finished setting up your career player, select "Done" to move on and set up your player's stats.

Player Stats

Your player is given a number of stat points that are used to assign his basic level of skill. As he progresses through his career, he will earn more stat points that you can use to enhance his various skills and improve him as a player.

You will see the number of stat points that can be assigned at the bottom of the following few screens. As you assign levels to each area of skill the number of points available reduces; when they're gone you will have to earn more stat points to improve further by playing your Career Player in matches.

To assign stat points to skills, highlight an item and press the left thumbstick or the directional pad **←→**.

Batting Stats

- Hand:** set whether your player bats right- or left-handed.
- Offside Play:** improves your player's ability to play shots through the Offside.
- Legside Play:** improves your player's ability to play shots through the Legside.
- Defensive:** improves your player's ability to play defensively.
- vs Pace Bowling:** improves your player's ability against fast and medium pace bowling.
- vs Spin Bowling:** improves your player's ability against spin bowling.
- vs Swing Bowling:** improves your player's ability against the swinging ball.

Bowling Stats

- Hand:** set whether your player bowls right- or left-handed; this will affect the bowling styles that are available to him, and whether he uses swing or drift, or spin or seam, to control the ball.
- Bowl Style:** select your player's bowling style:
 - Fast:** a fast bowler who's main skill is bowling at speed.
 - Medium:** a bowler who bowls at a slower pace, but tends to have a higher ability to swing and seam the ball.
 - Legspin:** a bowler whose key delivery is a ball that spins from the legside towards the offside. (right to left movement for a right arm legspin bowler).
 - Offspin:** a bowler whose key delivery is a ball that spins from the offside towards the legside (left to right movement for a right-arm offspin bowler).
 - Googly:** a bowler who bowls with a wrist spinning action, but out of the back of the hand. This means that the main movement is the opposite to a legspin bowler (left to right movement for a right arm googly bowler).

Seam Bowling (Fast, Fast Medium, Medium Fast, & Medium pace bowlers):

Accuracy: improves the accuracy of the bowler. This affects the size of the Pitch Point Marker and the speed at which it can be moved around the pitch.

In-swing Movement: improves the bowler's ability to swing the ball into the batsman (left to right movement in the air for a right arm bowler bowling to a right handed batsman).

Out-swing Movement: improves the bowler's ability to swing the ball away from the batsman (right to left movement in the air for a right arm bowler bowling to a right handed batsman).

Seam Movement (In): improves the bowler's ability to move the ball off the seam/pitch into the batsman (left to right movement in the air for a right arm bowler bowling to a right handed batsman).

Seam Movement (Away): improves the bowler's ability to move the ball off the seam/pitch into the batsman (right to left movement in the air for a right arm bowler bowling to a right handed batsman).

Spin Bowling: (Legspin, Offspin, & Googly bowlers):

Accuracy: improves the accuracy of the bowler. This affects the size of the Pitch Point Marker and the speed at which it can be moved around the pitch.

Legspin Movement: (Legspinners & Googly bowlers) improves the bowler's ability to spin the ball when bowling a legspin delivery (right to left spin movement for a right arm bowler bowling to a right hand batsman).

Googly Movement: (Legspinners & Googly bowlers) improves the bowler's ability to spin the ball when bowling a googly (left to right spin movement for a right arm bowler bowling to a right handed batsman).

Offspin Movement: (Offspinners) improves the bowler's ability to spin the ball when bowling an offspin delivery (left to right spin movement for a right arm bowler bowling to a right handed batsman).

Doosra Movement: (Offspinners) improves the bowler's ability to spin the ball when bowling a Doosra (right to left spin movement for a right arm bowler bowling to a right hand batsman).

Flipper Speed: (Legspinners & Googly bowlers) improves the bowler's ability to bowl the Flipper Special Delivery at an increased pace.

Quicker Ball Speed: (Offspinners) improves the bowler's ability to bowl the Quicker Ball Special Delivery at increased pace.

Drift Movement: improves the bowler's ability to get the ball to drift either way in the air before the ball pitches/bounces.

Fielding Stats

Primary Fielding: set your player's Primary Fielding position (see Fielding for more information).

Secondary Fielding: set your players Secondary Fielding position.

Catching Ability: improve your catching ability. This will affect the catching rating of the player and the size of the catching zone on the Catching Meter.

Throwing Accuracy: improve your throwing accuracy. This will affect the throwing accuracy rating of the player and the size of the throwing zone in the Throwing Meter.

Throwing Strength: improve your throwing strength. This will affect the amount of power behind the throw. This is also affected by the accuracy of the press on the Throwing Meter.

Specialist Skills

Specialist skills are allocated to your career player once you reach a certain number of stats points in certain disciplines/skills. Improve your player to see what these are...

Kitting Out Your Career Player

Once you have set your player skills, you go to the Kit Bag screen. You can then set what cricket kit manufacturer you wish your career player to use. Selecting a manufacturer will set the basic kit the player will use, but you can also select a specific bat. Changing the weight of the bat will affect certain elements of your batting style (e.g. a heavy bat will increase your power rating but reduce your timing.) After selecting your bat and weight, select the type of sunscreen that your player will wear on those blazing summer days.

EDITING YOUR PLAYER

Player Skills

Editing a player is very simple. When your player has earned stat points by playing in matches, return to the Career Player screen (via either the Main Menu or the Tournament Main Menu) and select "Player Skills". Next, choose the skill area that you want to improve, then add newly earned points to each individual skill.

Note that characteristics that define your player and would not improve over time (i.e. player's handedness, bowling style, etc) are no longer editable.



CREATING YOUR CUSTOM SQUAD

SETTING UP YOUR SQUAD

To create a Custom Squad, first select "Create/Edit Squad" from the Main Menu and choose a slot in which to save your Custom Squad.

On the following screen (Enter Team Name), give your squad a name by spelling it out on the on-screen keyboard. When you have finished, select "Done" to move on.

SELECTING YOUR PLAYERS

Now it's time to recruit players into your Custom Squad. Use the navigation bars on screen to find the player that you're looking for. The top bar shows which country you're looking in; the second bar allows you to scroll through the available players and select the players that you want to add to your custom squad. Shown below this are the player's general stats in terms of batting, bowling and fielding strengths.

When you've found a player that you want on your team, press **Y** to add them to the squad list on the right. When compiling your team, think about how you want them to perform as a whole. It's essential to maintain a balance of skills in order to create a world-beating squad.

Editing the Squad List

When you've chosen your squad, press **A** to switch to the squad list on the right of the screen to further edit your players. To change the player order in the squad you need to swap the positions of players; highlight a name and press **Y**, then highlight another name and press **Y** again. The two players will swap places.

If you want to remove a player altogether, highlight his name and press **X**. You will probably want to press **B** to go back to the navigation bars on the left and find a replacement for him, but if not, press **A** to save your squad.

Once you have created your Custom Squad you can then set the lineup for your Best XI, Attacking XI, and Defensive XI. You can also set the captain and wicket keeper for each squad. These preset squads can then be selected in the Squad Select screen when using the Custom Squad.

PLAYER NAMES

You can edit any of the player names from the unofficial list. Select "Edit Player Names" from the Create/Edit Squad screen, then use the navigation bars to find and select the player whose name you want to edit, and press **A**. Next, use the on-screen keyboard to edit the name before pressing **A** to save your changes.



THE NETS

Come to The Nets when you want to hone your skills in either batting or bowling, without the stress or consequences of fumbling the ball in a real competition.

BATTING

First, select the batsman you are going to practice with. Choose the country you are going to search in from the column on the left of the screen and press **A**. Next, use the left thumbstick or press the directional pad **↑↓** to scroll through the batsmen available from the country. When you have found the one you want to use, press **A** again to move on.

When you have chosen your batsman, use the same method to pick the chap who will be bowling against you.

Nets Settings

The Batting Settings are similar to the settings used to specify matches in the rest of the game, but these allow you to create specific conditions in which to practice. Decide on your settings then press **A** to move on.

- Difficulty:** select the difficulty level for your practice session.
- Weather:** select the climatic conditions you will practice under. Different levels of heat and humidity affect the way the ball and the pitch behave, so it's a good idea to get some practice in with all the variables.
- Pitch Type:** set the pitch type you're going to practice on. Different surfaces can influence the way the ball bounces.
- Ball Type:** choose the type of ball that your bowler will use. Different types of ball exhibit slightly different performance characteristics.
- Ball Condition:** the state of the ball will also affect how it behaves in the air and off the pitch.

The Bowling Grid

The Bowling Grid allows you to specify which area or areas of the pitch the bowler will deliver his balls to. This way, you can practice dealing specifically with balls bowled straight, offside or legside. You can also select the length being bowled from short, good length, or full.

Use the left thumbstick or the directional pad to highlight an area of the pitch for the bowler to deliver to and press **X** to turn it on (or off). You can activate as many areas of the pitch as you like and your bowler will deliver a random selection of balls to those areas.

When you've finished, press **A** to move on to Controller Selection and then The Nets.

BOWLING

First choose the batsman that you are going to go up against (see Batting) and press **A**, then choose the bowler that you are going to practice as and press **A** again. By choosing different styles of bowler, you can get to practice as a left- or right-hander, or as any of the myriad sub-types of bowler.

Next, define the Nets Settings (see Batting > Nets Settings) and press **A** to move onto Controller Selection and then The Nets.



THE PAVILION

As you play Ricky Ponting International Cricket™2005, you'll unlock all sorts of rewards and memorabilia. Come to The Pavilion to check out all the stuff you've earned.

Unlocks & Rewards

This section contains photos and biographies of some of the world's cricketing greats (Classic Players) and pictures of some of the most memorable moments from cricket history.

The Trophy Cabinet

The Trophy Cabinet contains all the silverware you have won so far in the game. The Batting and Bowling Trophy section relates specifically to the achievements of your Career Player. Attain the ultimate cricketing accolade by unlocking them all. **Note:** Tournament trophies can only be unlocked by completing tournaments at State and Test difficulty levels.

Records

Come to the Records section to check out the greatest real cricket records set in One Day Internationals, Test Matches and the ICC Cricket World Cup.



LOAD GAME

As you play through the game, save your progress through the Pause Menu. Load a saved game through the "Load Game" option on the Main Menu.



OPTIONS

- Audio:** adjust the volumes for each of the in-game sound elements – commentary, crowd noise, sound effects and front-end music.
- Controls:** view the controls for batting, bowling and fielding.
- Credits:** check out the team that brought you Ricky Ponting International Cricket™2005.
- Load Game Profile:** load a previously saved game profile (**note:** any unsaved profile information will be lost).
- Save Game Profile:** save your current game profile.



THE PAUSE MENU

At any time during a match, press **ESC** to pause the action and open the Pause Menu. This gives you access to the following options:

- Continue:** return to the match.
- Scorecards:** use the controls shown on screen to view the stats and scores of the players in your current match.
- You will also see the scorecard when an over is complete or a wicket has fallen. This is so you can choose the next bowler or batsman to step up to the pitch.
- Display Options:** turn the various on-screen display elements on or off.
- Audio Options:** adjust the volume of commentary, crowd noise and sound effects.
- Save:** save your game progress. Note that this option is only accessible at the start of an over.
- Declare:** this option is only available when your team is batting in Test Match cricket. This allows you to declare your innings complete, and will bring the opposition in to bat. Tactical use of the declaration can make the difference between winning and losing a Test Match.
- Quit:** end your match and return to the Main Menu or your current Tournament's Menu without saving. If you quit in the middle of a Tournament match, a loss will be recorded against you.



PROFILE: RICKY PONTING

Born December 19, 1974, Launceston, Tasmania, Ricky Ponting has been a force to be reckoned with since his teens. Academy coach Rod Marsh thought he was the best teenage batsman he had ever seen. Indeed, he's the youngest ever player to receive official sponsorship, signing to Kookaburra at the tender age of 12.

Ponting made his debut for Australia against South Africa in 1995, and his Test debut against Sri Lanka in Perth later the same year.

Ponting's ability to play virtually every shot in the book, plus his lethal dead-eye fielding assured his natural rise to the captaincy of the One Day International side in 2002, which he led to victory in the ICC World Cup of 2003. This was a big year for Ricky as he also took over the leadership of the Australian Test side from Steve Waugh.

He's is the archetypal modern cricketer; his confident, attacking style has placed him firmly at the heart of one of Australia's most successful teams. The name Ricky Ponting is recorded in cricketing history alongside those of Don Bradman and Greg Chappell as one of the few Australian batsmen to reach four double-centuries.

Named as the "leading cricketer in the world" by Wisden in 2004, his elite status is confirmed.

Test Match Cricket*

Matches played:	88
Innings:	143
Batting:	Runs – 6950 Avg – 56.50
Highest score:	257
Half-centuries:	27
Centuries:	22
Double Centuries:	4

One Day Internationals*

Matches Played:	224
Innings:	219
Batting:	Runs – 7988 Avg – 41.82
Highest score:	145
Half-centuries:	44
Centuries:	16

*stats accurate as at June 2005.



THANKS TO

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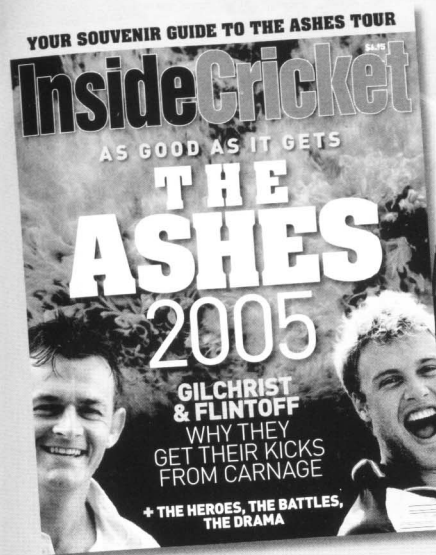
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